

Architecture Pattern



Course Name: **Software Development Project**
Course No: **CSE 3106**

Submitted to:

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Project Title: Smart Movie Theater Management

Decision: Client server Architecture for Smart Movie Theater Management

Reasoning: Client-server architecture is a computing model where tasks or processes are divided between clients and servers. Clients are devices or applications that request services or resources from servers, which are dedicated machines or software responsible for providing those services.

For smart movie theater management, a client-server architecture would be suitable. In this setup, the movie theater's management would handle tasks such as ticket booking. Clients, which could be various interfaces like mobile apps or websites, would interact with the server to perform actions such as booking tickets, checking showtimes, and accessing account information. This architecture allows for centralized control and efficient management of theater operations while providing a seamless experience for customers across different platforms

Figure: Diagram of Client server Architecture for Smart Movie Theater Management

